Nucleus® freedom™

User Manual

for the Nucleus® Freedom™
BTE and Bodyworn sound processors

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Hear now. And always

Cochlear™

Nucleus® freedom™

User Manual

for the Nucleus® Freedom™
BTE and Bodyworn
sound processors

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Contents

Introduction **5**
Overview 5
Warranty, registration and patient identification card 8
Serial number 9
Other Information 9
Program options available 10
Nucleus SmartSound 11

Sound processor Components **12**
Processing Unit 12
Earhook 13
Indicator light 15
Changing the Controllers 16
Coil 20
Coil connection 20
Freedom Controllers 23
Display key 24
Display 25
On and off 27
Program selection 28
Listening controls 29
Microphone sensitivity 30
Volume control 31
In-built Telecoil 32
Button lock 33
Resetting the Freedom sound processor 34
Private and public tones 35
Batteries 36
BTE Controller and Mini BTE Controller 37
Bodyworn Controller 41
General precautions for the use of batteries 44

Accessories **45**
Connecting accessories 46
Using accessories 48
Lapel microphone 48
Audio mixing and other accessories 48
Accessories and the telecoil 50
Using the Telephone with your processor 52

Care and Troubleshooting **54**
Care 54
Storage 54
Cleaning 55
Disposal 56
Warnings and precautions 56
Microphone protector 56
Troubleshooting 58
Help messages 59
Private and public tones 60
Indicator light 62
Bodyworn Controller battery indicator 62
Other problems 63
Monitor earphones 67

Other Information **70**
Technical information 70
Specifications 70
Operating characteristics 71
Environmental conditions 72
Equipment classification 72
Certification and applied standards 72
Labelling symbols 73

Introduction

Overview

The Nucleus® Freedom™ Sound Processor is used together with a Nucleus® Freedom™ implant or a Nucleus® 24 implant, (specifically the CI24R and CI24M models) to transmit sound to the cochlea.

The Freedom Sound Processor consists of a Processing Unit, coil and a choice of three Controllers.

The BTE Controller allows the Sound Processor to be worn behind the ear as a BTE Sound Processor. It is powered by three 675 disposable batteries or the BTE rechargeable battery.

The Mini BTE Controller also allows the Sound Processor to be worn behind the ear as a BTE Sound Processor. It is powered by two 675 disposable batteries.

The Bodyworn Controller is worn on the body as a body worn Sound Processor. It uses either two AAA nickel/metal-hydride (NiMH) batteries, or disposable alkaline batteries.

The three Controllers can be used interchangeably with the same Processing Unit.

Warning

The Freedom Sound Processor contains small parts that may be hazardous if swallowed, or may cause choking if ingested or inhaled.

Infants and young children should wear the Bodyworn Controller in a Cochlear-provided, tamper-resistant pouch.

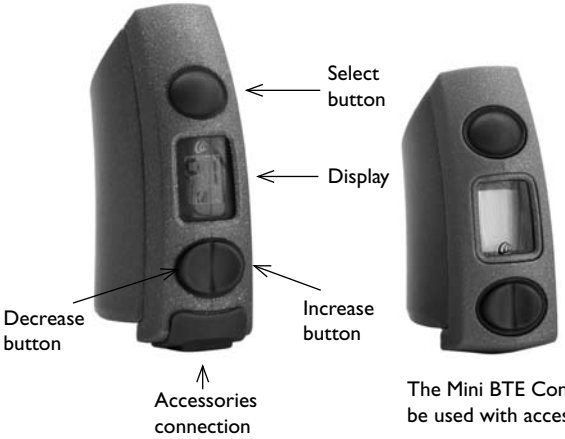
Freedom Sound Processor
with BTE Controller and Mini BTE Controller

BTE Controller

three 675 disposable batteries
or the BTE rechargeable battery

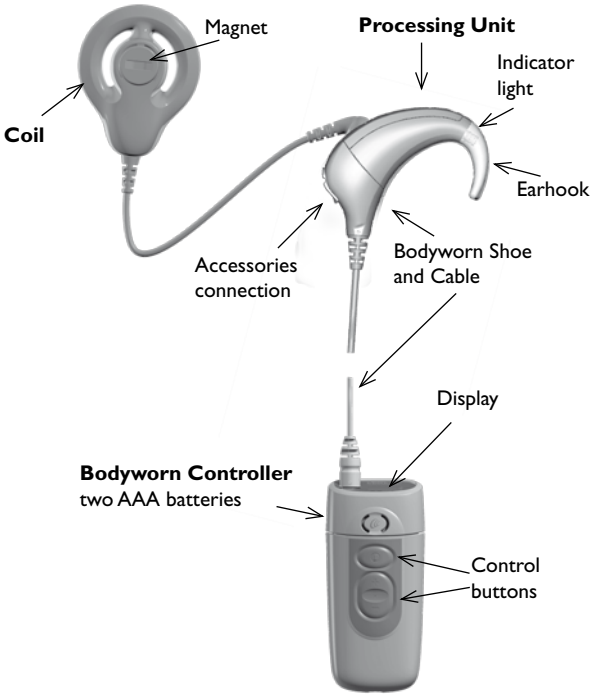
Mini BTE Controller

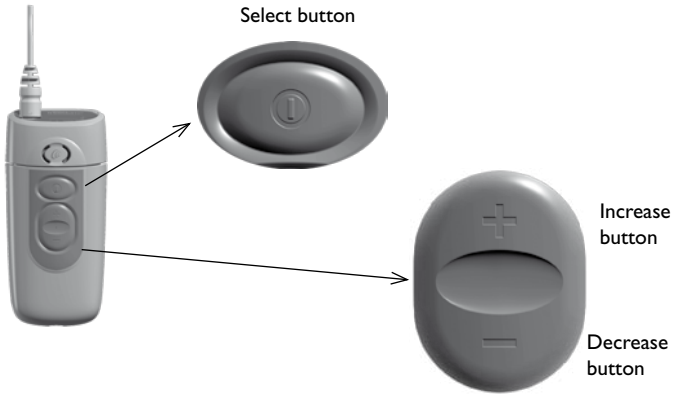
two 675 disposable batteries



The Mini BTE Controller cannot be used with accessories

Freedom Sound Processor with Bodyworn Controller





Sound can be received in four ways by the Freedom processor:

1) by the microphone
2) via the in-built telecoil
3) via an accessory
4) by a mix of microphone sound and sound from the in-built telecoil or an accessory.

The sound is coded by the Processing Unit and transmitted through the coil to the cochlear implant.

The implant's electrodes stimulate the cochlea's hearing nerve fibres, which relay the signals to the brain to produce hearing sensations.

Your Sound Processor has been programmed for use with your implant only. It is important to only use your own Sound Processor, to never swap yours with another person, and if you have two implants, to correctly match the Sound Processor to the correct implant.

Warranty, registration and patient identification card

Your warranty is enclosed.

Please complete the registration card and return it to Cochlear within 30 days of receiving your product.

You should also complete the supplied patient identification card and carry it with you at all times.

Serial number

The serial number is 101005 plus the number found on the spine of the Processing Unit, under the microphone protector, for example, 1010051234579.

We suggest you make a note of the full serial number for future reference.

For more information on how to remove the microphone protector, see *Care and Troubleshooting*.

Other Information

For future reference, keep this manual in a safe place.

For information about the 'H' or Help messages, see *Care and Troubleshooting* or a Freedom Sound Processor Quick Reference Guide.

Your Freedom Sound Processor stores your first name, last name, implant type, MAP identifier and recipient identifier.

This allows you to

- attend another clinic for programming, when you wish
- identify a Sound Processor as your own.

Access to this information occurs when the clinician opens the program. That is, it is only able to be accessed in a programming session.

Program options available

Up to four speech processing programs (P1 to P4) are available for your use.

The program levels and features are selected at the programming session, when your clinician programs your Freedom Sound Processor to suit your listening needs.

By including different features, the programs can be varied to help you hear better in different listening situations:

- Programs can include ways to improve your hearing, using Nucleus® SmartSound™.
- While you are normally able to vary settings for microphone sensitivity or volume, your clinician can also have them set at a fixed level within a program so they cannot be changed.
- The volume function may be turned off.
- The indicator light and private tones can be activated or turned on at the programming session. In addition, users of Bodyworn Controllers can have public tones and backlighting to the display turned on.

For more information on:

- Nucleus SmartSound, see the next section
- microphone sensitivity and volume, see *Controllers*
- how to change between and vary programs, see *Controllers*, *Accessories* and *Care and Troubleshooting*
- the indicator light, private and public tones, see *Processing Unit* and *Care and Troubleshooting*

Nucleus® SmartSound™

The following functions may be included as options, within a program:

- Beam™ allows you to focus on the sounds coming from the direction in which you are looking. It can be used, for example when you are talking with someone in a crowd, where there is a lot of distracting noise behind or beside you.
- Whisper™ is better able to detect soft sounds in quiet situations. It can be used, for example when you are in a lecture or meeting where it is difficult to hear from a distance.
- ADRO™ makes automatic adjustments where there are large changes in sound between loud and soft. It can be used, for example where there is a lot of noise: soft sounds are better detected, loud sounds are more comfortable and speech is clearer.
- Autosensitivity adjusts the sensitivity level of the microphone automatically for comfortable listening in different environments. It can be used, for example, to prevent background noise from becoming too loud such as when driving a car. Autosensitivity will reduce the microphone sensitivity so that the background noise is comfortable.

Discuss with your clinician how you want these options applied to your programs. You can only use these options if your clinician has set them up in one or more of your four programs. You can then use a SmartSound option by changing to the program(s) where it is available.

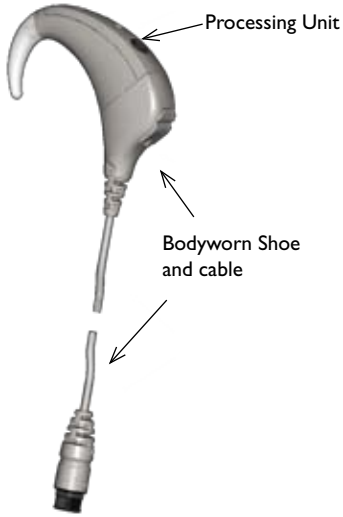
Sound Processor Components

This section of the manual describes the component parts of your Nucleus® Freedom™ Sound Processor.

Processing Unit

The Processing Unit, incorporating Nucleus® SmartSound™ technology, is the brain of the Sound Processor, where sound signals are encoded for transmission via the coil to the implant.

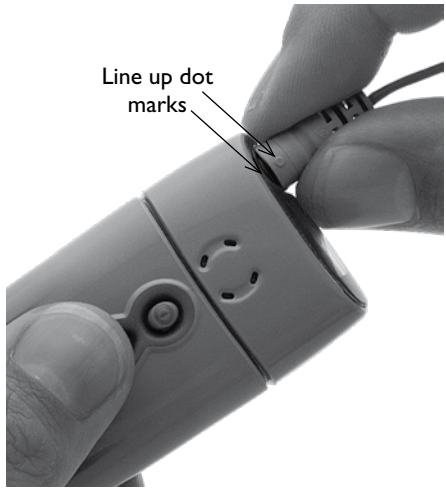
It is worn on the ear, with either the BTE Controller (or Mini BTE Controller) or the shoe that connects it to the Bodyworn Controller.



Both the coil cable and Bodyworn Shoe cable are available in a variety of lengths and colours.

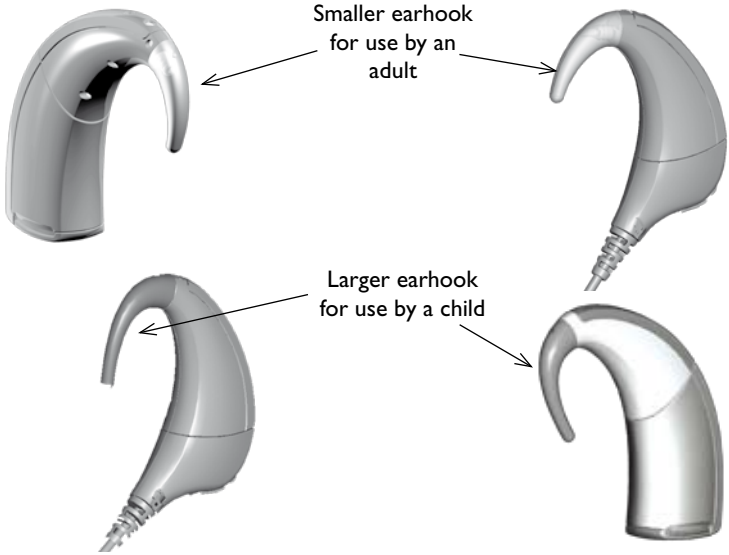
To attach the Bodyworn Shoe and cable to the Controller, line up the dot mark on the plug with the dot mark at the top of the Controller and push the plug into the socket.

To avoid damaging the cable, grip the connector as shown when pushing the cable in, or pulling it out.



Earhook

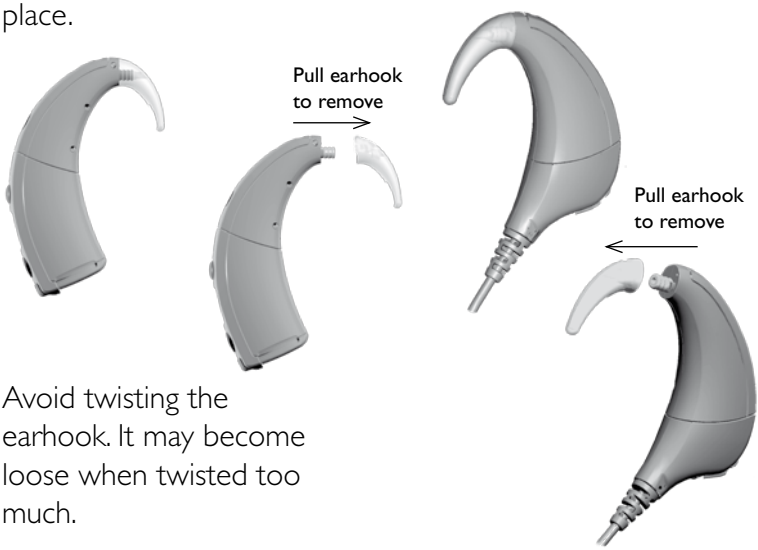
Two earhooks are available, to fit differently sized ears. One is designed for use by adults, the other by children. That is, one is for use on larger ears, the other on smaller ears.



In addition, the earhook can be shaped to better fit, or be more comfortable on your ear.

To shape the earhook, remove it from the Processing Unit, place it in hot water for a few minutes and then bend it to the shape you want.

To change or remove the earhook, pull it away from the Processing Unit. Replace the earhook by pushing it back into place.



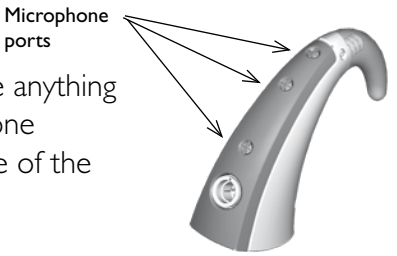
Avoid twisting the earhook. It may become loose when twisted too much.

Microphone protector

Always use the microphone protector that covers the microphone ports. It is designed to protect your Sound Processor from dirt and moisture.

The microphone protector should be replaced when it becomes dirty or the sound quality deteriorates.

For more information on how to change the covers, see *Care and Troubleshooting*.



Note: Never poke anything into the microphone ports on the spine of the processing unit.

Indicator light

The red indicator light on the Processing Unit can be used as a visual indication of normal function or to indicate situations which require attention, such as help messages.

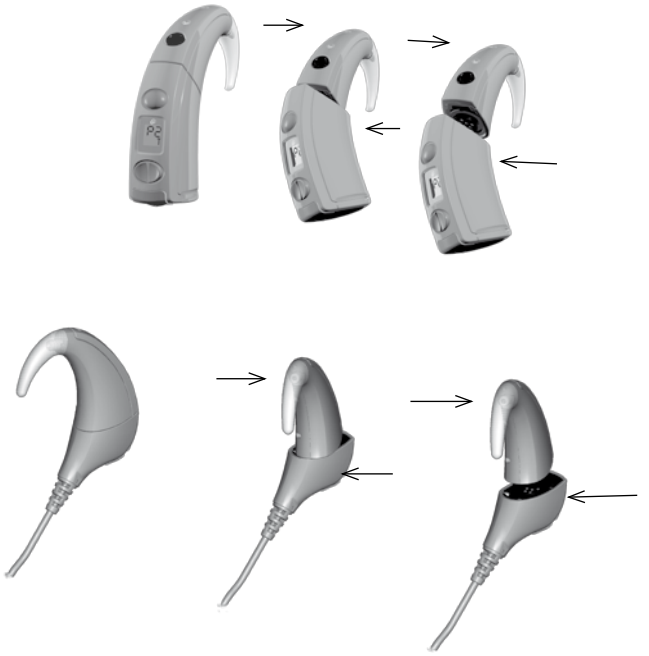
It can be turned on or off in any program when the clinician sets up each program.

Indicator light indications:

- flashes regularly when processor is responding to incoming sounds
- low flash rate to warn that the battery is low
- high flash rate for all other warning indications, for example, if the coil has come off the head, the indicator light will flash more quickly.

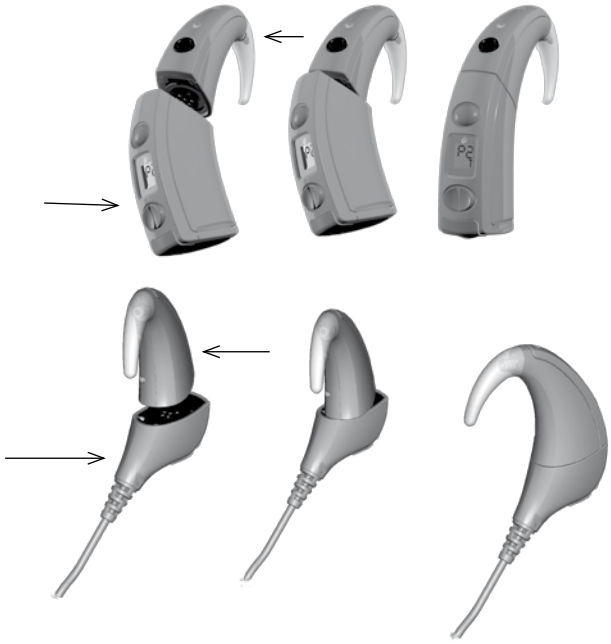
Changing the Controllers

To remove the Processing Unit from the BTE Controller, the Mini BTE Controller or the Bodyworn Shoe and Cable, gently twist the Controller or Shoe to your left and the Processing Unit to your right, until the parts separate.



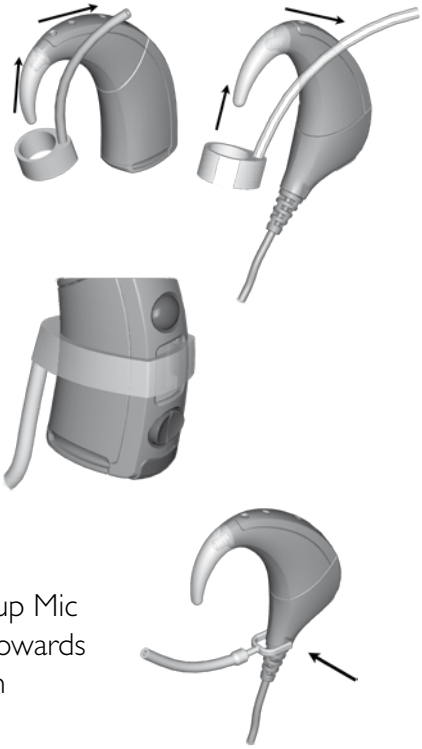
To attach the BTE Controller, Mini BTE Controller or Bodyworn Shoe and Cable to the Processing Unit:

1. Hold the Controller or Shoe, and the Processing Unit so they touch, with the Controller or Shoe side facing you to the left and the Processing Unit to the right of the final position.
2. Twist the Controller or Shoe, and the Processing Unit until the two parts click into place.



Mic Lock™

A Mic Lock™ can be used to hold the Processing Unit in place behind the ear. The tube Mic Lock can be used on the BTE Controller, the Mini BTE Controller and the Bodyworn Cable. The stirrup Mic Lock is for use with the Bodyworn Cable.



To fit the Mic Lock:

1. For the tube Mic Lock, thread the earhook and Processing Unit through the Mic Lock tube and move it down the unit until it fits firmly.

   For the BTE or Mini BTE Controller, position the Mic Lock between the buttons, so the transparent band covers the display.

   Alternatively, clip the stirrup Mic Lock into the two holes towards the base of the Bodyworn Controller shoe.

2. Put the processor on your ear.
3. Bring the tubing around to the front of your ear and up to the earhook. Either sized earhook can be worn with the Mic Lock.

   If the tube Mic Lock does not feel comfortable, for a better fit, rotate the band around the base of your Sound Processor.

4. Hold your Sound Processor firmly in place, and determine where the tubing should be cut.
5. Mark the tubing, allowing for an additional few millimetres, so it can attach to the earhook.
6. Cut the tubing ONLY when you are certain the length will allow a secure and comfortable fit.
7. Feed it on to your earhook.

To wear the Processing Unit with the Mic Lock in place, fold your ear down and gently pass your ear lobe through the loop made by the Processing Unit and Mic Lock until it is in position on your ear.

Alternatively, bring the tubing to the front of your ear and feed it on to your earhook.

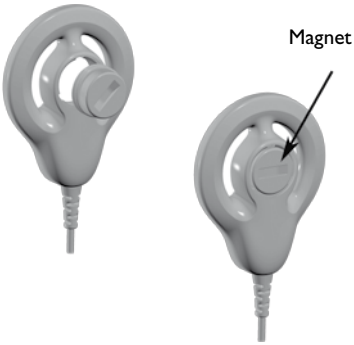
Your Sound Processor, with the Mic Lock in place, should fit securely.

To remove the Processing Unit with the Mic Lock attached, fold down your ear lobe and reverse the process. Alternatively, ease the tubing off the earhook.

Coil

The coil transmits the encoded information to your cochlear implant.

A magnet holds the coil in place, over the implant.



Turn the magnet in either direction, to adjust how tightly it is held to your head

The closer the magnet is to the head, the more firmly it is held in place, and vice versa.

If the magnet strength is too weak the coil may fall off. If it is too strong, it may cause discomfort or skin irritation.

Warnings:

Consult your clinician if you wish to change your magnet strength.

Store spare magnets safely. Store them away from credit and other cards that have a magnetic strip.

Small parts may be hazardous if swallowed or may cause choking if ingested or inhaled.

Coil connection

The coil plugs into the Processing Unit as shown.

Note: If you plug the coil cable into the Processing Unit when the Sound Processor is turned on, the Sound Processor may turn off. If this occurs, hold down the Select button to turn the Sound Processor back on, that is, until you either hear sound or the display shows.

Alternatively, the display may not show anything, while the Sound Processor continues to operate. If this occurs, stop the power to the Processing Unit, and then restart it. To stop the power, you can either:

- Hold down the Select button until the Sound Processor is off.
- Twist the Processing Unit and BTE Controller or Bodyworn Shoe and Cable until they no longer connect, then twist them back into place again.
- Slide the battery holder out, then in again.

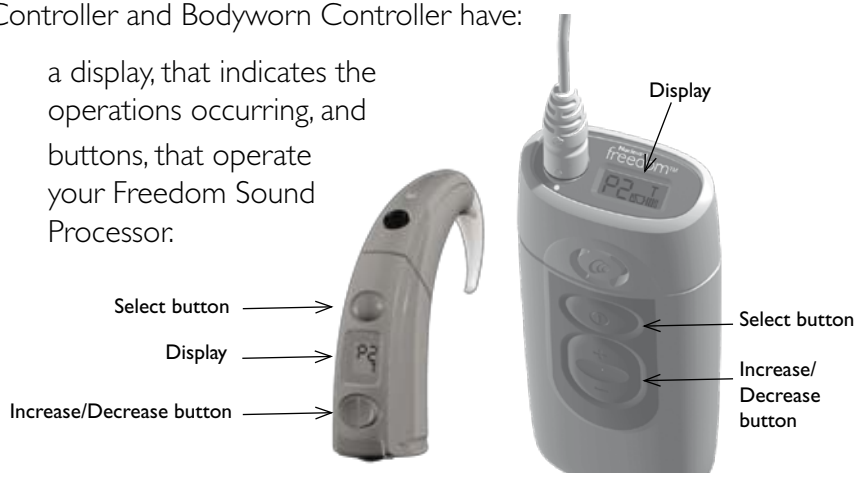
After you have done one of the above, hold down the Select button to turn the Sound Processor back on, that is, until you either hear sound or the display shows.

Always hold the plug securely with two fingers when removing it from the Processing Unit. You may damage the plug, cable or the Processing Unit if you either pull the cable or twist the plug.

Freedom Controllers

In addition to the batteries, the BTE Controller, the Mini BTE Controller and Bodyworn Controller have:

- a display, that indicates the operations occurring, and
- buttons, that operate your Freedom Sound Processor.



The Bodyworn Controller can be worn in a pouch on a harness or attached to a belt, or held in a pocket or secured to your clothing.

Caution:

Although very unlikely, the Bodyworn Controller may malfunction and overheat. To prevent discomfort and/or irritation to the skin, infants and young children should always wear the Bodyworn Controller in a pouch provided by Cochlear.

If an infant or young child cries without reason or exhibits other behaviors consistent with discomfort, parents and caretakers should check the Bodyworn Controller and verify that it has not overheated.

Display Key

These symbols display on all three Controllers:

P1	Program 1
P2	Program 2
P3	Program 3
P4	Program 4
M	Microphone
T	Telecoil
MT	Microphone and Telecoil on at the same time
S	Sensitivity (ranges from 0 to 20)
V	Volume (ranges from 0 to 9)
+L	Button controls are locked and cannot be adjusted
-L	Button controls are unlocked and can be adjusted
EA	External Accessory: flashes when accessory is first turned on
☰	Lines on left of display: processor programmed for the left ear
☰	Lines on right of display: processor programmed for the right ear
H1	Flat battery
H2	Low battery
H3	Coil error
H4	Audio error
H5	Program corrupted

In addition to the above, these symbols display on the Bodyworn Controller:

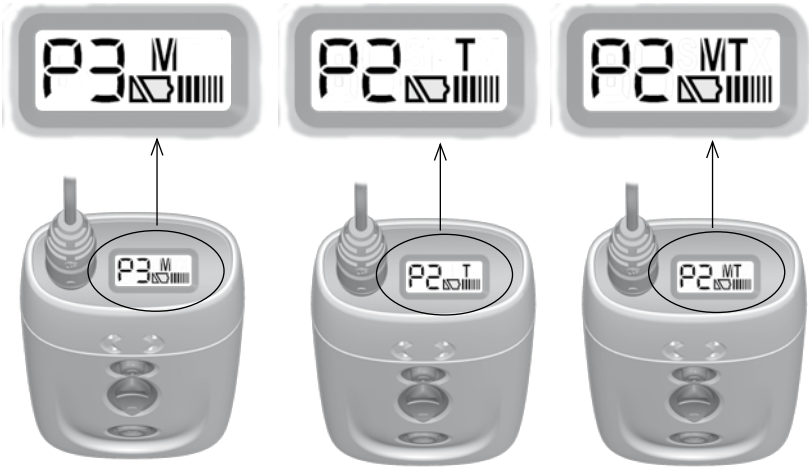
X	External Accessory is connected
	Sound level indicator: sounds are being picked up by the processor
	Battery Level Indicator: battery power is full
	One segment of Battery Level Indicator: battery power is low

Display

The display generally shows the program in use, for example, P1 and whether the microphone, in-built telecoil or both are operating, varies according to the program in use and the functions being used.

Program 3 in use
Microphone only

Program 2 in use
Telecoil only



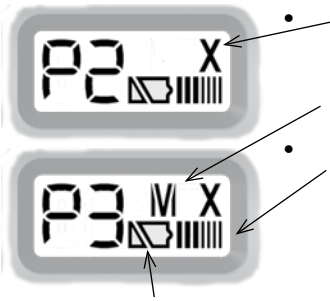
Program 3 in use
Microphone only

Program 2 in use
Telecoil only

Program 2 in use
Microphone and telecoil
together

When the lapel microphone is used with the BTE or Mini BTE Controller, no 'M' or 'T' shows on the display.

The Bodyworn Controller display has some indications additional to those on the BTE and Mini BTE Controllers:



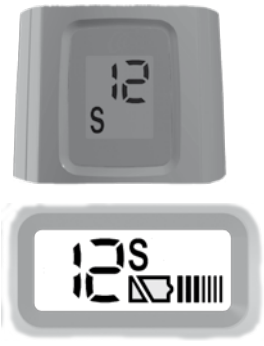
- 'X', showing that an accessory has been activated. This may occur in combination with the microphone.
- a sound level indicator, that responds to sounds picked up by the microphone, telecoil or accessory
- battery level indicator
- both battery segments are lit, when the battery is full
- one battery segment is lit, when the battery is low.

The Bodyworn Controller display will light up (backlight) for a few seconds when a button is pressed, or a Help message first shows on the display.

In addition help messages may show, either as a warning or sign that action needs to be taken, for example H2 for low batteries, or H3 if the coil is not in place or is not working. For more information on help messages, see *Care and Troubleshooting*.

When the microphone sensitivity or volume is changed, the symbol, S or V will show on the display. This lets you know which function you are changing. The sound level will show as a number, and change when you push the increase or decrease button.

Microphone sensitivity setting

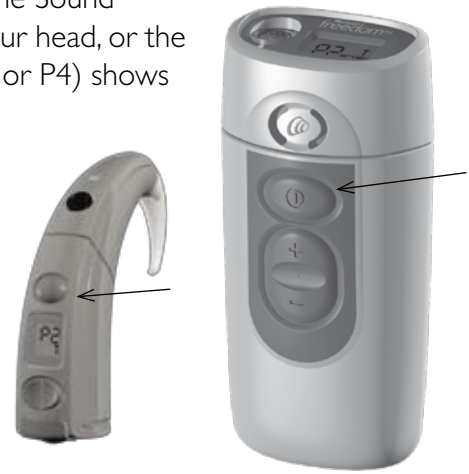


Volume setting

The display will return to the normal P status when no further changes to the level occur.

On and off

To turn on, push the Select button for a few seconds, until you either hear sounds if the Sound Processor is in place on your head, or the active program (P1, P2, P3 or P4) shows on the display.



Note: the number of programs available is set by the clinician during programming, up to a maximum of 4.

To turn off, push the Select button for a few seconds, until the sound stops, or the display is off.

When you first turn on your Sound Processor, three horizontal lines will show on either the left or right side of the display, indicating whether the processor was programmed for the left or right ear.

This is very helpful if you are bilaterally implanted and have two Freedom Sound Processors.

The processor is programmed for the left ear

The processor is programmed for the right ear

Program selection

To change to another program, press the Select button briefly.

If the private or public tone is operating, you will hear a tone or tones indicating the program you are changing to. For example, to change from P2 to P3, press the Select button briefly - you will hear three tones as you change to P3. To move to P4 or P1, wait until the tones finish before briefly pressing the Select button again. Repeat to move to P1.

If the private or public tone is not operating, you will not hear any tones when you press the Select button. However there will be a slight gap in sound while changing between the programs. To continue on to another program, wait until you hear the sound from the new program before you press the button again. If you press the Select button when there is no sound, the processor will not move to the next program. You need to wait for the sound first before you press the Select button again.

Continue further brief pushes until you reach the program

you want. Your processor will only move through the number of programs that your clinician has set up. For example, if you only have two programs set up, it will only move through P1 and P2 (P3 and P4 will not show).

The program you select operates until you press the Select button again. When you switch your Sound Processor off and on again, it will return to the program and settings you were using before you switched it off. That is, the processor will remember the last program you used, including any changes to the microphone sensitivity and volume settings you made.

Listening controls

You can use the microphone sensitivity and volume controls to change the level of the sounds you hear.

Your clinician will set up your programs so you:

- can change both microphone sensitivity and volume,
- can change microphone sensitivity only, or
- *cannot* change microphone sensitivity or volume.

Each of your programs may be set up differently.

If your clinician has enabled you to make changes, the new microphone sensitivity and volume settings you choose will be saved for each program. If you change to a new program, the settings will be the same as they were when you last used that program.

Microphone sensitivity

The microphone sensitivity controls the softest level of sound picked up by the microphone. If sensitivity changes are enabled, you can:

- Decrease the sensitivity to reduce background noise in noisy situations.
- Increase the sensitivity to hear very soft sounds in quiet situations.

To change the microphone sensitivity level:

1. Briefly push either the Increase or Decrease button. The display will show an 'S' and the current microphone sensitivity level (a number between 0 and 20). The recommended level is 12.
2. Continue pushing the Increase or Decrease button until you reach the level you want.

   The display will return to normal after a few seconds.

If you find you often set the sensitivity higher or lower than 12, consult your clinician.

Volume control

The volume controls your perception of loudness. If volume changes are enabled, you can:

- Reduce the volume if sounds are uncomfortably loud.
- Increase the volume if speech, including your own voice, is too soft.

The volume level is shown as a number between 0 and 9.

If you are adjusting the volume setting often, or if adjusting the volume causes you discomfort, consult your clinician.

To change the volume level:

1. Push either the Increase or Decrease button and hold for more than one second. The display will show a 'V' and the current volume level.

2. Continue pushing the Increase or Decrease button until you reach the volume level you want.

   The display will return to normal after a few seconds.

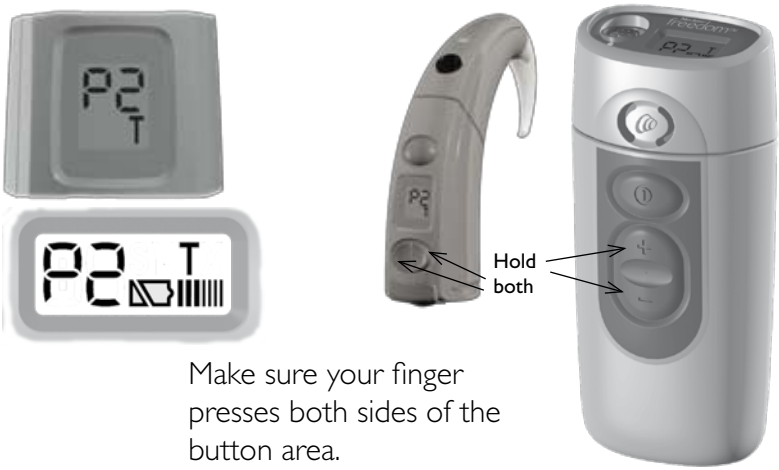
In-built Telecoil

The in-built telecoil allows you to receive signals from a

- hearing aid compatible telephone
- room fitted with an induction loop, or
- personal induction loop, such as a neck loop or cushion loop (commercially available).

The sound signal from an amplifier, TV or Hi-Fi can also be sent from an induction loop to the telecoil.

To select the in-built telecoil, push both the Increase and Decrease buttons at the same time, for a few seconds, until a 'T' shows on the display.



Make sure your finger presses both sides of the button area.

Your clinician can establish your program to operate as either a telecoil alone, or as a mix of your in-built telecoil and Sound Processor microphone. If your clinician sets your program as a mix of the telecoil and microphone, this will show as 'MT' on the display.

Sensitivity and/or volume levels can be changed when using 'T' or 'MT' in the same way as described previously. This will increase or decrease the sensitivity of the telecoil (as well as the microphone if 'MT' is used) and overall volume of the telecoil (as well as the microphone if 'MT' is used).

To reset your program after using 'T' or 'MT' push all three buttons together (Increase, Decrease and Select) for a few seconds. The processor will reset the program to microphone ('M') as well as the sensitivity and volume levels if they were adjusted.

Button lock

The button lock can be used to prevent children from changing the controls or to avoid accidental button presses changing the Sound Processor settings.

To lock or unlock the buttons, push both the Select and Decrease buttons for a few seconds.

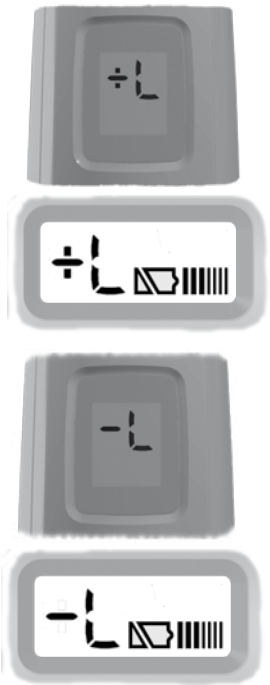
The display will briefly show '+L' to indicate the buttons are locked.

If you press any button when locked, an 'L' will briefly show on the display.

You will need to unlock the buttons before turning off the Sound Processor.

To unlock the buttons, press the Select and Decrease buttons together for a few seconds.

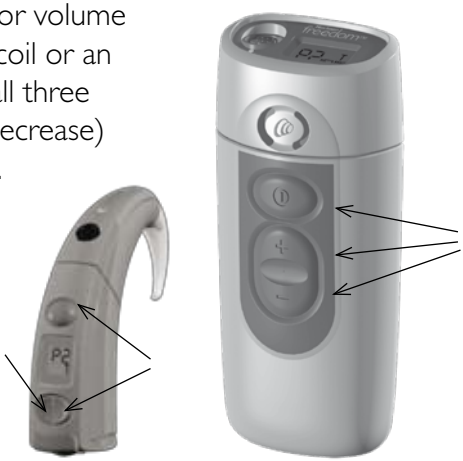
The display will briefly show '-L' to indicate the buttons are unlocked.



Resetting the Freedom Sound Processor

To reset your processor to the default settings (e.g. after adjusting the microphone sensitivity or volume levels and/or using the telecoil or an external accessory,) press all three buttons (Select, Increase, Decrease) together for a few seconds.

Make sure your finger presses both sides of the Increase/Decrease button area. You will hear a sound and the display will go blank for a moment.



Private and public tones

Private and public tones can be used to hear when certain Freedom Sound Processor functions are started, and warnings occur.

The private tone is heard by you, and nobody else. It can be used with either the BTE Controller, Mini BTE Controller or Bodyworn Controller.

The public tone is only available with the Bodyworn Controller. It is heard by both you and people around you. It allows people around you to assist you when there is an alarm, for example when the batteries are going flat.

When using the Bodyworn Controller, both the private and public tones can operate, or either one.

If you wish to use one or both of the tones, ask the clinician to include them in your programs.

To stop the tone, press any button.

For more information on what the tones indicate, see *Troubleshooting*.

Batteries

Batteries should be replaced when any of the following occur:

- low or flat battery warning tones are heard
- low or flat battery help message shows on the display (H1 or H2)
- low battery warning shows on the Bodyworn Controller (only a small segment of the battery is on the display)
- you stop hearing sound
- the sound you hear becomes intermittent.

For information on the warning sounds or indicators, see *Troubleshooting*.

Remove batteries when they are flat, or when the battery holder is to be stored for a period of time.

Use only battery types recommended by your clinician or Cochlear. Other types may not have sufficient energy to allow your Nucleus Freedom Sound Processor to either function properly or last for a long time.

When using disposable batteries, never mix fully charged batteries with partially charged ones. Always change each battery. It only takes one low or flat battery to stop the processor from working. Similarly, never mix brands or battery types, for example, zinc air with alkaline batteries.

Warnings:

Flat batteries may leak corrosive fluids and cause damage if left inside your Freedom Controller.

Dispose of used batteries in accordance with your local regulations.

Never dispose of batteries in fire.

Do not let children replace batteries without adult supervision.

Make sure that batteries are kept out of reach of young children.

Batteries can be harmful if swallowed. If swallowed, seek prompt medical attention at the nearest emergency center or Poisons Information Center.

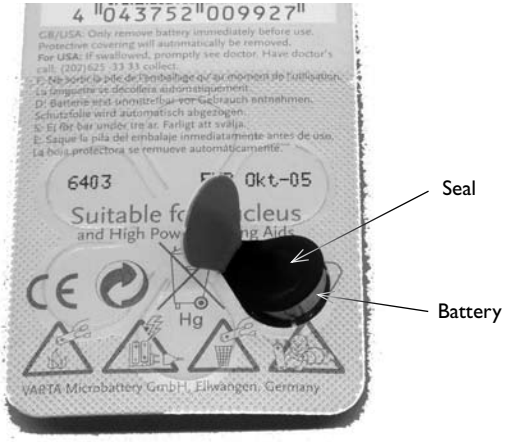
BTE Controller and Mini BTE Controller

The Freedom BTE Controller uses three high power 675 zinc air batteries (the Mini BTE Controller uses two). Silver Oxide or alkaline batteries can also be used in very humid conditions: your Freedom BTE Sound Processor will only operate for a few hours when Silver Oxide or alkaline batteries are used. Do NOT use rechargeable NiMH button cells (HB 116/054).

High Power 675 zinc air batteries are sealed, usually with a seal or tab.

To change the batteries:

1. Remove the new set of batteries from their pack and make sure the seals are removed.
2. Let the new batteries stand for one minute, outside of their packaging with their seals removed, to allow the air to activate the batteries.



3. Turn off the Sound Processor and take it off.

4. With your fingernail in each side of the base of the battery holder, pull the battery holder out.

You can also use your keyring tool to help remove and store battery holders for your BTE or Mini BTE Controller.

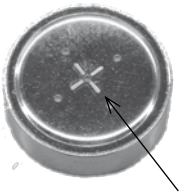
Slide the keyring tool onto the edge of the battery holder.

Pull the battery holder out of the Controller.

5. Remove the flat batteries by tipping the battery holder to one side and pushing each battery out. They slide out from one side only.

   To push the batteries out, try using the end of the Controller or the tip of your keyring tool.

6. With the positive battery terminal (the side with the holes) facing down, slide the fresh batteries into place. Push them in from the right hand side when viewed from the back of the battery holder.



Positive battery terminal (this side down)

Continued...

Do not force the batteries into place. They should fit easily.

Take care all the batteries have the holes facing down. Your Sound Processor will only work for a very limited time if a battery is put in the wrong way, and then all batteries will need to be replaced.

The bottom battery stands out a little from the battery holder and appears not to be in position. This is normal.

7. Replace the battery holder by sliding it up from the bottom into the Controller until it clips into place. The bottom battery will be correctly placed when the battery holder is inside the Controller.

   If you have a BTE Rechargeable Battery System, refer to your user instructions that come with the system. The BTE Rechargeable Battery fits inside the BTE Controller.

Note: Dispose of used batteries in accordance with your local regulations. Never dispose of batteries in fire.

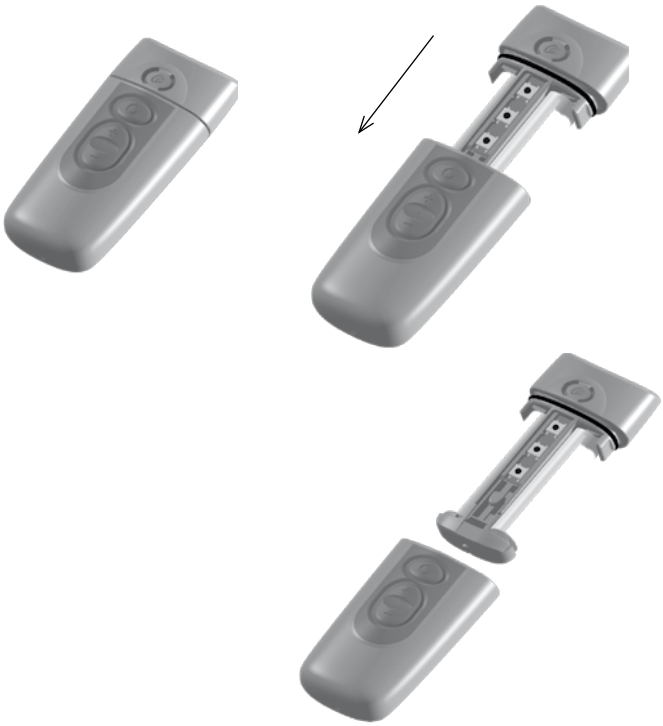
Bodyworn Controller

Your Freedom Bodyworn Controller holds two AAA batteries. Cochlear recommends rechargeable nickel/metal-hydride (NiMH) batteries, or disposable alkaline batteries. For optimum battery life of rechargeable batteries, use NiMH batteries of at least 800mAh capacity.

Replacing the batteries

To replace the batteries:

1. Turn off your Sound Processor.
2. Firmly hold the cover and slide it down, to reveal the battery compartment.



3. Remove the old batteries and replace with new ones. Make sure the + and - symbols on the batteries match the + and - symbols in the compartment.
4. Slide the cover back until it clicks into place.

Note: Dispose of used batteries in accordance with your local regulations. Never dispose of batteries in fire.

Recharging NiMH batteries

Use the charger supplied to charge NiMH batteries for use with your bodyworn battery pack. For more information on how to use it, see the instructions supplied with the charger.

Caution:

Do not use the charger for zinc/carbon, alkaline, lithium or any other disposable batteries.

Always ensure the batteries are placed so the + and - symbols on the batteries match the + and - symbols in the compartment.

Generally, the following precautions apply so you can get the most out of your rechargeable batteries:

- Ensure your battery charger is suitable for the type of battery you are using.
- Only charge rechargeable batteries. Do not recharge disposable batteries, e.g. zinc/carbon or alkaline batteries.

- After storing rechargeable batteries for an extended period, it may be necessary to charge and discharge them (that is, use them until they are fully flat), several times to obtain maximum performance.
- Remove rechargeable batteries from the charger, immediately after they are charged.
- As you use rechargeable NiMH batteries, their battery life will fade. When batteries no longer last for a reasonable period of time, dispose of them carefully, in accordance with local regulations.

General precautions for the use of batteries

Generally, the following precautions apply so you can get the most out of your batteries:

- Carry spare batteries in a closed plastic bag for safety, making sure they do not come into contact with either each other or metallic objects, for example coins or hairclips. Any of these situations may accidentally short circuit (and discharge) the battery, which may heat up and even crack open.
- Store batteries in cool places.
- Do not heat batteries, for example never leave batteries in sunlight, behind a window or in a car.
- Never immerse batteries in water.
- Do not deform batteries. For example, do not force them into your Sound Processor. Do not drop batteries on hard floors.
- If a battery has leaked fluid, don't allow the fluid or liquid to come in contact with skin or eyes. If contact is made, wash with a lot of water and seek medical attention. It is always a good idea to wash your hands after you have handled batteries.

For more information, see *Care and Troubleshooting*.

Accessories

The following accessories, or wired assistive listening devices, can be connected to your Freedom Sound Processor.

Note: These accessories cannot be used with the BTE Mini Controller. It does not have an accessory socket.

- Lapel microphone, to improve communication in noisy environments.
- FM cable, to send sound signals from a commercially available FM listening system to your Sound Processor. For a list of the FM cables available, and for information on the one suited to your needs, contact your clinician.
- TV/Hi-Fi cable, to connect a TV, Hi-Fi or stereo, personal computer or other mains powered sound source to your Sound Processor.
- Personal Audio cable, to connect personal music systems, handheld games or other battery powered equipment to your Sound Processor.

  Caution: Do NOT use the Personal Audio cable to connect to equipment using a wall outlet, that is, to a mains powered device.

Note: These accessories may not be available in all countries.

In addition, commercially available wireless technology assistive listening devices you may want to try include:

- Induction loop systems
- FM systems (such as the MicroLink™ Freedom)

Your in-built telecoil operates with induction loop systems. The MicroLink Freedom is a Phonak product that fits the BTE Controller only. It will not fit into the Mini BTE Controller.

Connecting accessories

Your accessories plug into the socket either at the base of the BTE Controller or the Bodyworn Shoe. Note: The BTE Mini Controller does not have an accessory socket.

To attach the accessory:

1. Use your fingernail to lift the socket cover.
2. Push the accessory plug into the socket.
3. Push both the Increase and Decrease buttons at the same time for a few seconds to activate the accessory.

'EA' (external accessory) shows briefly on the display while the change is happening.

A short tone (if the private or public tone is turned on in that program) confirms the accessory's connection. (The tone also sounds when the accessory is disconnected.)

Press either the Increase or Decrease button to adjust the sound level. If the Increase or Decrease is not pressed again within a short time, the display will go back to the program display.

An 'X' on the Bodyworn Controller display shows the accessory has been activated.

To stop 'hearing' the accessory, remove it from either the base of the BTE Controller or the Bodyworn Shoe.

When NOT using an accessory, ALWAYS keep the socket cover in place, over the socket, to protect your Sound Processor.

An accessory can be monitored by a hearing person using the monitor earphones. For more information, see *Care and Troubleshooting*.

Using accessories

Lapel microphone

When using a lapel microphone, you will only hear sounds through the lapel microphone. Adjusting either the microphone sensitivity or volume changes the level of sound heard through the microphone.

Audio mixing and other accessories

The sound from the Sound Processor's microphone will be mixed with that from the:

- personal audio cable
- TV/Hi-Fi cable
- FM cable or
- FM system

If both the accessory and microphone are activated, both an 'M' and 'X' show on the Bodyworn Controller display.
The microphone sensitivity button varies the level received by the microphone, while the sound from the accessory remains constant.

To hear more environmental sound, press the Increase button. To hear less environmental sound, press the Decrease button.

If you only want to hear the signal from the accessory, press the Decrease button until the microphone sensitivity is zero (0). This will switch off the external sounds received by the microphone.

When the accessory has a volume level control, it can be used to change the level of sound being heard from the accessory.

To change the sound level when using microphone sensitivity, press either the Increase or Decrease button. If not pressed again within a short time, the display will revert to the program display.

When you change the volume level, the total sound signal changes, that is the level of the accessory and the microphone signal change together. Generally the volume control level should be set at 2 or more.

To change the sound level when using an accessory, press either the Increase or Decrease button for more than one second. You will hear a tone and/or see a flashing 'V' on the display.

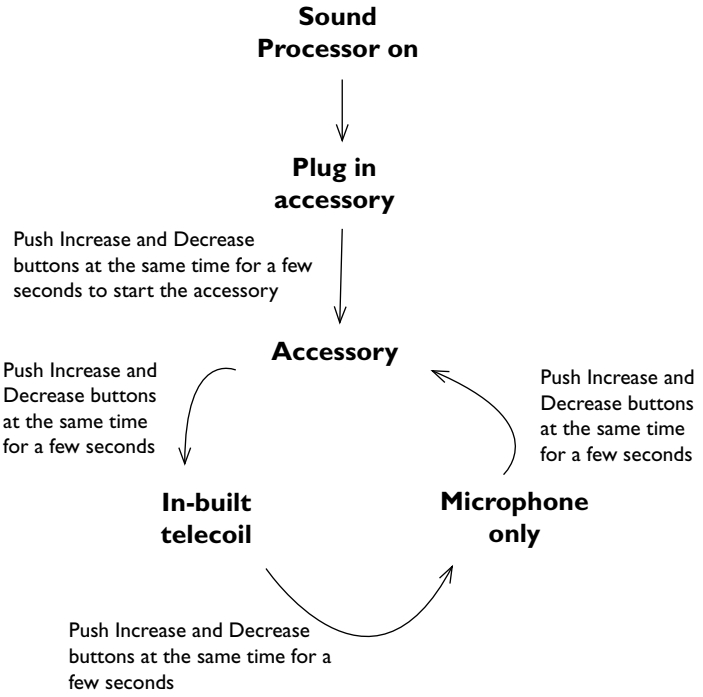
The balance between the amount of sound heard from the accessory as compared with that heard from the Sound Processor microphone will be set for each program when the clinician sets up that program.

If the sound level is unsatisfactory when you are using an accessory, ask your clinician to change it at your next programming session. Alternatively your clinician may give you different sound level options on different programs.

Accessories and the telecoil

When you are using an accessory with your Sound Processor, it is possible to change to use the in-built telecoil or the microphone only setting, with the accessory still attached to your Sound Processor. For example, if you are using your TV/Hi-Fi cable and then wish to use a telephone with a telecoil induction loop, you can switch to the in-built telecoil setting while the TV/Hi-Fi cable is still attached.

This set of actions is part of a cycle. Each time you push both the Increase and Decrease buttons at the same time, for a few seconds, you move on to the next setting. Starting from where you can hear the accessory, by pushing the buttons you move to the in-built telecoil, then to the microphone


Sound Processor on
Plug in accessory
Push Increase and Decrease buttons at the same time for a few seconds to start the accessory
Accessory
Push Increase and Decrease buttons at the same time for a few seconds
Push Increase and Decrease buttons at the same time for a few seconds
In-built telecoil
Microphone only
Push Increase and Decrease buttons at the same time for a few seconds

and finally return to the accessory. To skip a setting, push the buttons a second time.

Note: When an accessory is not attached the cycle is microphone - telecoil - microphone.

From accessory to telecoil

To move to the in-built telecoil when the accessory is attached, push both the Increase and Decrease buttons at the same time, for a few seconds, until a 'T' shows on the display.

From telecoil to accessory

To move back to the accessory, push both the Increase and Decrease buttons at the same time, for a few seconds, then repeat this until you can hear the accessory again.

From accessory to microphone

Alternatively you may wish to move from using your accessory, to using your microphone only, while leaving the accessory attached.

When using an accessory, to move to the microphone only setting, push both the Increase and Decrease buttons at the same time, for a few seconds, then do this again, until an 'M' shows on the display (except when using a lapel microphone) or you hear sound through the microphone.

From microphone to accessory

To move back to the accessory, push both the Increase and Decrease buttons at the same time, for a few seconds, until you can hear the accessory again.

Make sure your finger presses both sides of the button area.

Using the Telephone with your processor

You may use your telephone with your Freedom Sound Processor with:

- the normal microphone setting,
- the telecoil,
- the telecoil and microphone on at the same time (depending on how your clinician has set up your processor).

To use the telephone with the processor on the microphone setting:

1. Position the telephone handset by lining it up with your cheekbone.

2. Move the handset up and backwards so that it is slightly above the ear.

3. Turn the handset so that the earpiece touches your head.

   This will help you hear the voice on the phone more clearly.

To use the telephone with the telecoil or telecoil and microphone setting:

1. Press the Increase and Decrease buttons for a few seconds until the processor changes to the 'T' or 'MT' setting.
2. Position the handset slightly lower on the ear and further back than the position suggested for the microphone setting.

Do not hold the handset too high or too far back behind the ear. In these positions the signal will not be optimal.

The optimal position will be different for different telephones. Try moving the phone earpiece around to achieve the best sound.

Care and Troubleshooting

Care

Your Sound Processor should work well, even when used in very cold or hot outdoor temperatures. Generally, in cold temperatures your body heat is sufficient to keep the Sound Processor warm, and working well. In very cold weather, wear a hat or headband over the BTE Sound Processor or Processing Unit.

If worn in hot temperatures it should work well. However, when not worn do not leave your Sound Processor in very hot areas, for example in sunlight, behind a window or in a car.

For information on the temperatures the Sound Processor is tested to, see *Technical information, Environmental conditions*.

Do not wear your Nucleus® Freedom™ Sound Processor while bathing or swimming. If your Sound Processor does get wet, wipe it dry and place it in the dry aid kit for at least twelve hours. If it then does not work, return it to your clinician. Cochlear cannot guarantee that they will be able to repair any water-damaged part.

Take off your Sound Processor when applying powder, makeup or hair product. These substances can get into and damage your Sound Processor.

Avoid getting sand or dirt into any part of the system. If this happens, shake out as much as possible, and if necessary contact your clinician to arrange for its repair.

Storage

Store the Sound Processor overnight or when you are not using it, in a dry aid kit or drying pack. Moisture or humidity may cause the Sound Processor to cut-out or stop

working. Before using the dry aid kit, read the manufacturer's instructions for use.

To store your Sound Processor overnight, you may either leave your battery/batteries in the Controller, or remove the battery holder from the Controller and place it separately, with the batteries in the holder, in the drying kit.

> Warning:
>
> Keep the drying chemical material away from young children. Swallowing this material can cause serious internal injuries.

For long term storage, remove the batteries from the Controller. Remember to store them separately, to avoid them from shorting each other.

You can also buy dry aid kits or drying packs that are able to be used with your Sound Processor, from an electronics store or pharmacy.

Cleaning

Keep battery contacts clean: use a moist cotton bud or swab to gently clean the battery contacts. Take care not to apply force, that may damage the contacts.

If batteries are dirty, wipe them with a clean DRY cloth. Be careful to keep batteries dry and free from moisture.

Keep the contacts clean where the Processing Unit and either the BTE Controller, Mini BTE Controller or Bodyworn Shoe connect: use a swab dampened with medicinal alcohol to gently clean the contacts.

To clean external parts of the system, wipe gently with a cloth slightly dampened with mild detergent. Regular cleaning prevents dirt from building up.

Disposal

Dispose of electrical components in accordance with your local regulations.

Warnings and precautions

For more details on warnings and precautions, refer to the *Warnings and Precautions* leaflet included in the documents you received with your Sound Processor.

Microphone protector

The Freedom Sound Processor is designed to be used with the microphone protector in place at all times.

The microphone protector can be replaced when it becomes dirty, or the sound quality deteriorates.

You may first ask a hearing person to check the sound quality by using the monitor earphones. Refer to *Monitor earphones* for further information.

To remove the microphone protector from the Processing Unit:

1. Switch off your Sound Processor and remove it from your head.
2. Remove the coil from the Processing Unit.
3. Remove the BTE Controller, Mini BTE Controller or the Bodyworn Shoe and Cable, from the base of the Processing Unit.

4. Take the Processing Unit and starting at the base, slide your fingernail or a narrow blunt edge, along the side edge of the microphone protector, until it lifts off the Processing Unit. Do NOT use sharp pointed items to remove the microphone protector.

5. Replace the microphone protector by clipping it back into place.
6. Replace either the BTE Controller, Mini BTE Controller or the Bodyworn Shoe and Cable.

Note: Always use the microphone protector. It protects your Sound Processor from dirt and moisture.

Troubleshooting

Your Freedom Sound Processor has several indicators of possible problems:

- H1 - H5 messages show on the display
- battery level indicator shows on the display (Bodyworn only)
- indicator light changes its flashing pattern (if activated)
- tone sound is heard (if activated)

These are indicators that some action is required. For example, these indicators may occur when:

- sound stops or becomes intermittent
- battery life is running down or batteries are flat
- the coil has come off the head or the connection is damaged

This section describes what to do when a problem arises.

After each step, check if you hear any sound.

You may find the first H message is replaced with another. Take the action suggested to rectify that problem. Continue until no H messages are displayed.

If there is still a problem indicated after you have made all the checks, contact your clinician. The Sound Processor should only be repaired by a person authorised by Cochlear Limited.

Alternatively you may experience other problems which are listed under *Other problems*.

Help messages

The following help messages may show on your Sound Processor display:

Help message	Meaning	Action to take	Repeating help message
H1	**Flat battery** Note: you will stop hearing sound and will only be able to turn your processor off.	Change all the batteries. *	H1 will show for about five minutes or until the Sound Processor is turned off.
H2	**Low battery**	Be prepared to change all the batteries. * If you are not ready to change the batteries, press any button to return to the normal display.	H2 will only appear once. If you do not change the batteries or press any buttons, the H1 message will eventually show to indicate the batteries are nearly flat.
H3	**Coil error**	Check • coil position • cable is connected • for cable damage. If H3 still shows, replace the coil.	H3 will remain on the display until the coil error is fixed. The H3 error will only show for a Nucleus 24 implant if the coil has been damaged.
H4	**Audio error**	Follow the steps in the *Other problems* section.	H4 will reappear after five seconds if there is still no sound.

* Refer to the *Batteries* section for further information.

Help message	Meaning	Action to take	Repeating help message
H5	**Program corrupted**	Use a different program on your processor if possible. Contact your clinician who will check your corrupted program(s).	H5 will remain on the display if all 4 programs are corrupted. H5 will flash briefly if only some of your programs are corrupted (for example you may be able to use P3).

Private and public tones

Private and/or public tones indicate when a particular function of the Sound Processor has been used. Tones can only be activated or adjusted by your clincian.

To stop either the private or public tone, press any button.

If you have difficulty hearing the private tone, ask your clinician to adjust it at your programming session.

Private tones

The private tone is heard by you, and nobody else. It can be used with the BTE Controller, Mini BTE Controller and Bodyworn Controller. Private tones can only be heard if your clinician activates them for a particular program. There are two types of tones: high pitched and low pitched.

High pitched tones are heard when:

- the processor completes a function
- the buttons are locked or unlocked
- you change programs. For example, when you move from program 2 to program 3, three tones are heard.

Low pitched tones are heard when:

- the battery/batteries are low (two low tones)
- the batteries are flat (four low tones)

A high pitched followed by a low pitched tone is heard when the wrong button is pressed.

If you have difficulty hearing the private tone, ask your clinician to adjust it at your programming session.

Public tones

The public tone is only available with the Bodyworn Controller. It is heard by both you and people around you. It allows people around you to assist you when there is an alarm, for example when the batteries are going flat.

Public tones can only be heard if your clinician activates them for a particular program.

Low pitched tones are heard when:

- the processor completes a function
- the buttons are locked or unlocked
- you change programs. For example, when you move from program 4 to 1, one tone is heard.

High pitched tones are heard when:

- the battery/batteries are low (two high tones)
- the batteries are flat (four high tones)
- H3 coil error or H4 audio error occurs (will hear four high-pitched tones which will repeat every minute until the problem has been fixed).

A high pitched tone followed by a low pitched tone is heard when the wrong button is pressed.

Indicator light

The red indicator light can also be turned on by the clinician in the program.

When the indicator light is turned on, it:

- flashes when incoming sounds are being received
- shows a slow flash rate as a low battery warning
- shows a fast flash rate for all other warnings. For example when the coil is off its position over the implant, or there is a sound error (H4).

The H message shows on the display to match the flashing light warning (for example the indicator light will flash very quickly if the coil is not connected properly and a "H3" message will appear on the display). Take the action suggested for the displayed H message.

Bodyworn Controller battery indicator

The display on the Bodyworn Controller includes a battery level indicator.

When the battery is

- full, both battery segments are lit.
- low, one battery segment is lit.
- flat, the H1 Help message shows.

Battery full

Battery low

Battery flat

Other problems

You may encounter some other problems that the H messages, indicator light and tone don't directly refer to. Take the following steps to try to fix the problem.

If there is still a problem after you have made all the checks, contact your clinician. The Sound Processor should only be repaired by a person authorised by Cochlear Limited.

1. No sound

If sound stops, check which H message is showing and follow the suggestions in the Help message table.

If the H4 message is showing:

- Turn the Sound Processor off and then on.
- Increase the microphone sensitivity or volume level.

  If the level is very low, (around 0), and you are in a very quiet room, the H4 message may show.

  If no sound is heard, and the H4 message remains, reset the level to the original position by pressing all three buttons for more than one second.
- Try using the Sound Processor either with the in-built telecoil or an accessory, when available. If sound is heard (and the indicator light flickers if activated), when the in-built telecoil or accessory is used, then there is probably a problem with the Sound Processor's microphone.

  If you can hear sound while using any of these options, you can use the lapel microphone with your Sound Processor until you are able to return it to your clinician for repair.
- Have a hearing person use the monitor earphones to check if sound is being received. Refer to the *Monitor earphones* section following for further information.

2. Intermittent sound

If sound is intermittent:

- If you are in a quiet place, move to where there is a little more noise. It may be the sound level is very low.
- Turn the Sound Processor off and then on.
- Change the batteries - make sure they are fresh, and of the same type and make.
- Check the batteries are correctly inserted.
- Check the battery terminals are clean.
- Clean the protective cover on the base of the BTE battery holder or Mini BTE battery holder
- Change your battery holder.
- Check the coil and its cable for broken or twisted wires.
- Check the coil is properly connected to the Processing Unit (a H3 message will tell you this)
- Replace the coil.
- Have a hearing person use the monitor earphones to check if sound is being received. Refer to the *Monitor earphones* section following for further information.
- Change your Controller.

3. Uncomfortable sound

If the sound level is not comfortable, for example when the volume is low and the background noise is too high:

- Check if the microphone sensitivity or volume level is as recommended.
- Change the level.
- Speak into the microphone and watch how the indicator light responds, if it is on in that program.

- Change to another program to check if that program is more comfortable, or to use a SmartSound™ function better suited for the sound.
- Wash or replace the microphone protective cover.
- Use the lapel microphone and/or monitor earphones to monitor the sound being received.
- Ask your clinician to check your program setting(s) and discuss whether you need a different program setting.

4. Display not showing

The Sound Processor may still operate when the display is not showing.

Stop the power to the Processing Unit, and then restart it. To stop the power, you can either:

- Hold down the Select button until the Sound Processor is off.
- Twist the Processing Unit and one of the Controllers until they no longer connect, then twist them back into place again.
- Slide the battery holder out, then in again.

After you have done one of the above, hold down the Select button to turn the Sound Processor back on, that is, until you either hear sound or the display shows.

Repeat the above steps. If the display is still not showing, follow the checks suggested for when the sound is intermittent.

Continue to use your Sound Processor until you are able to return the Processing Unit to your clinician for repair.

5. Electromagnetic interference

Try moving away from any electronic device that may be causing interference, for example buzzing sounds or distorted speech.

Most electronic devices produce electromagnetic fields. Headset cables, like antennae, pick them up. Common sources of interference include:

- radio and TV transmission towers
- mobile phone towers
- shopping centre and airport security systems
- some digital mobile phones
- battery chargers
- fluorescent lighting
- mains power boards

The electromagnetic interference (EMI) will be no louder than your programmed levels and will neither hurt you nor damage your Sound Processor. If you still hear buzzing or distorted speech, turn off your Sound Processor, take off your coil and consult your clinician.

Monitor earphones

Monitor earphones can be used by a hearing person to listen to the sound signal from either:

- microphone
- in-built telecoil
- microphone and in-built telecoil together
- lapel microphone
- accessory (other than the lapel microphone) and microphone together

Note: Monitor earphones cannot be used with the Mini BTE Controller.

To use the monitor earphones:

1. Make sure the Sound Processor is on.
2. Lift the socket cover and push the monitor earphones into the socket at the base of the BTE Controller or Bodyworn Controller shoe.

   Caution: Do not use force.

3. If you wish to test an accessory, plug it into the monitor earphone connector.

4. Press both the Increase and Decrease buttons for a few seconds to activate the earphones.

5. Have the hearing person listen to the sound. Note that monitor earphones only indicate that sound can be heard: they do not indicate the quality of the sound heard by the Sound Processor user.

If you attach the accessory after you have pressed the Increase and Decrease buttons, press them again to activate the accessory.

Press any button to continue the sounds through the monitor earphones. The sound will stop when no buttons have been pressed for 90 seconds. To re-start the sound in the monitor earphones, press both the Increase and Decrease buttons again for a few seconds.

Other Information

Technical information

Specifications

Physical configuration

Modular architecture: BTE Controller, Mini BTE Controller or Bodyworn Shoe and Cable is detachable from the Processing Unit, allowing connection of the Processing Unit to a different Controller.

Dual microphone architecture, microphones protected by a replaceable hydrophobic mesh.

The connection between the Processing Unit and any Controller or Bodyworn Controller shoe is splash proof.

Processing Unit and BTE and Bodyworn Controllers are protected against solid foreign objects greater than or equal to 1.0mm diameter, and protected against splashing water (classified IP44 as described by the international standard IEC 60529 (2001-02-01) - Degrees of Protection Provided by Enclosures (IP Code)).

Materials

Processing Unit, BTE Controller and Mini BTE Controller

ABS plastic is used for all components that come into contact with the user's skin, apart from the earhook, which is made out of EVA material.

Sealed internal epoxy fibreglass and polyimide printed circuit boards with electronic circuitry

Bodyworn Controller

PC/PBT plastic case

Coil & Cables

ABS plastic is used for all components that come into contact with the user's skin

Sealed internal epoxy fibreglass and polyimide printed circuit boards with electronic circuitry

Cable attached to the coil

Dimensions (Typical)

Processing Unit:	38 x 24 x 12 mm	(1.50 x 0.94 x 0.47 in.)
BTE Controller:	37.5 x 22.5 x 14.5 mm	(1.48 x 0.89 x 0.57 in.)
Bodyworn Controller:	78 x 35 x 17 mm	(3.07 x 1.38 x 0.67 in.)
Coil:	41 x 32.8 x 7 mm	(1.61 x 1.29 x 0.28 in.)

Weight (Typical)

Processing Unit:	4.2 g	(0.15 oz.)	
BTE Controller:	9.9 g	(0.35 oz.)	(includes 3 x ZnAir batteries)
Bodyworn Controller	25 g	(0.88 oz.)	(excluding batteries)
Coil and cable:	4.8 g	(0.17 oz.)	

Electronic circuitry

Custom analog and digital integrated circuit with Digital Signal Processing (DSP) capabilities

Dual microphone system

Internal Telecoil

Visual indicator of system function via a top indicator light

Visual indicator of system functional status via a display

Operating characteristics

Batteries

BTE Controller: PR44 (675) Zinc Air, or SR44 Silver Oxide or LR44 Alkaline batteries

1 x BTE Recharegable Lithium Ion battery

Bodyworn Controller: AAA size, LR03 Alkaline or HR03 NiMH batteries

Power consumption

60mW typical

External Audio Inputs

Four-pin custom connector for connection to external audio accessories

Accessories

Lapel microphone

TV HiFi cable for mains power equipment

Personal audio cable for battery operated equipment

Monitor earphones

Transmitting cable and coil connection

Four pin connector at the point of connection with the Processing Unit, sealed when mated; cable permanently connected to the coil.

Controls

Push-button sealed 3 button interface, allowing Power On/Off, P1-P2-P3-P4 program switching and Microphone sensitivity/Volume control.

The functional status is displayed at all times via a display.

Bodyworn Controller display has a backlight.

Audio Amplification

Three audio inputs for dual microphones and AUX inputs or Telecoil. All audio processing is done using Digital Signal Processing (DSP)

Programmability Features

In-built Flash memory for storage of user programs

Signal Processing

The audio signal processing is implemented digitally using Digital Signal Processing (DSP) technologies.

Digital AGC & ASC with options such as Autosensitivity, ADRO™, BEAM™ and Whisper™.

Programmable speech coding strategies: ACE™, SPEAK and CIS with a wide range of programmable parameters available for user's selection on the same Sound Processor

Up to 22 high-resolution bandpass filters provide spectral energy estimates over the frequency range 100 to 8000Hz, depending on the program settings. Filters with the maximum outputs can be selected. These can be varied. The program determines the filters selected and hence the electrodes stimulated.

Environmental conditions

Storage Temperature:	-20° C (-4° F) to +50° C (+122° F)
Storage Relative Humidity:	0% to 90%
Operating Temperature:	+5° C (+41° F) to +40° C (+104° F)
Operating Relative Humidity:	0% to 90% RH, Splash-proof design

Note: Check manufacturer's recommended operating conditions for batteries used in the Sound Processor

Equipment classification

The Sound Processor is internally powered equipment Type B as described in the international standard IEC/BSI BS EN 60601-1 (1990-01-01) - Medical Electrical Equipment Part 1: General Requirements for Safety.

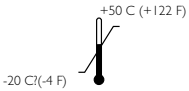
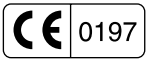
Certification and applied standards

The Nucleus® 24 cochlear implant system fulfils the essential requirements listed in Annex 1 of the EC directive 90/385/EEC on Active Implantable Medical Devices as last amended by EC Directive 93/68/EEC. It was approved for CE-Mark according to Annex 2 by Notified Body 0197 in 1993, 1996, 2001, 2004 and 2005.

CE 0197

Labelling symbols

The symbols below are found on the Freedom Sound Processor components and packaging.

Symbol	Meaning
	See Instructions
	Fragile
	**Temperature Limit**
	Humidity Limit
	**CE Registration Mark**
	Type B Equipment
IP44	**IP Rating** Protected against solid foreign objects greater than or equal to 1.0mm diameter, and protected against splashing water
Rx Only	**This device restricted** to sale by or on the order of a physician

The statements made in this guide are believed to be true and correct as of the date of publication. However, specifications are subject to change without notice.
Nucleus® cochlear implant systems are covered by one or more international patents.
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